



FIG. 1A

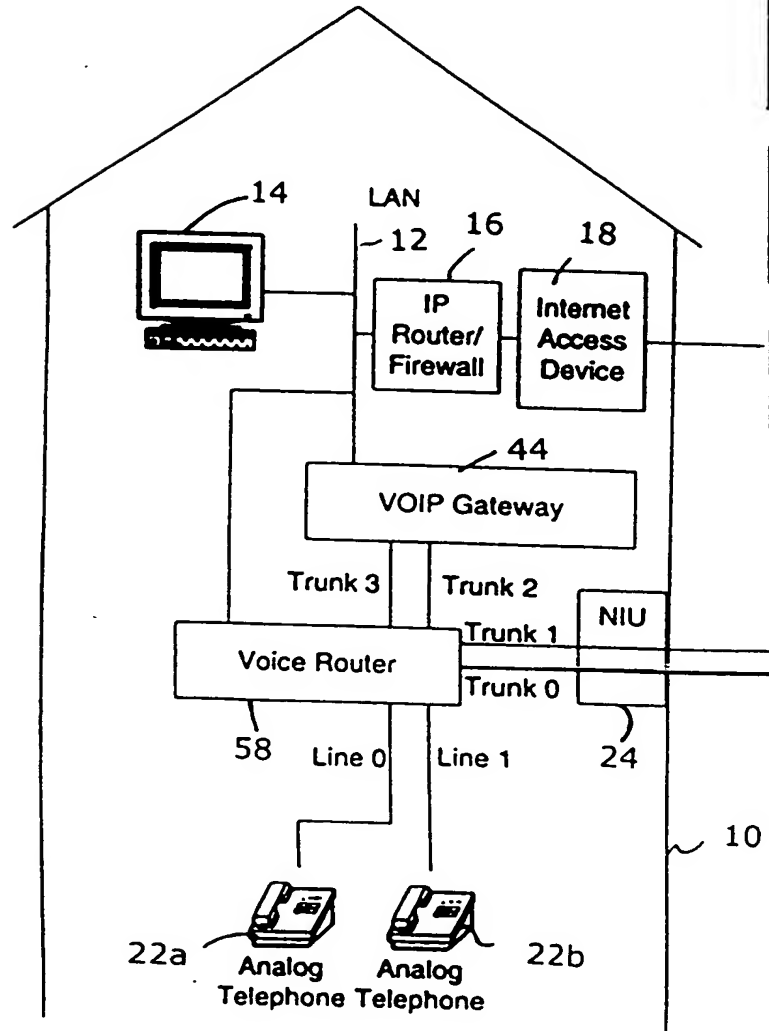


FIG. 1

FIG. 1A	FIG. 1B	FIG. 1C
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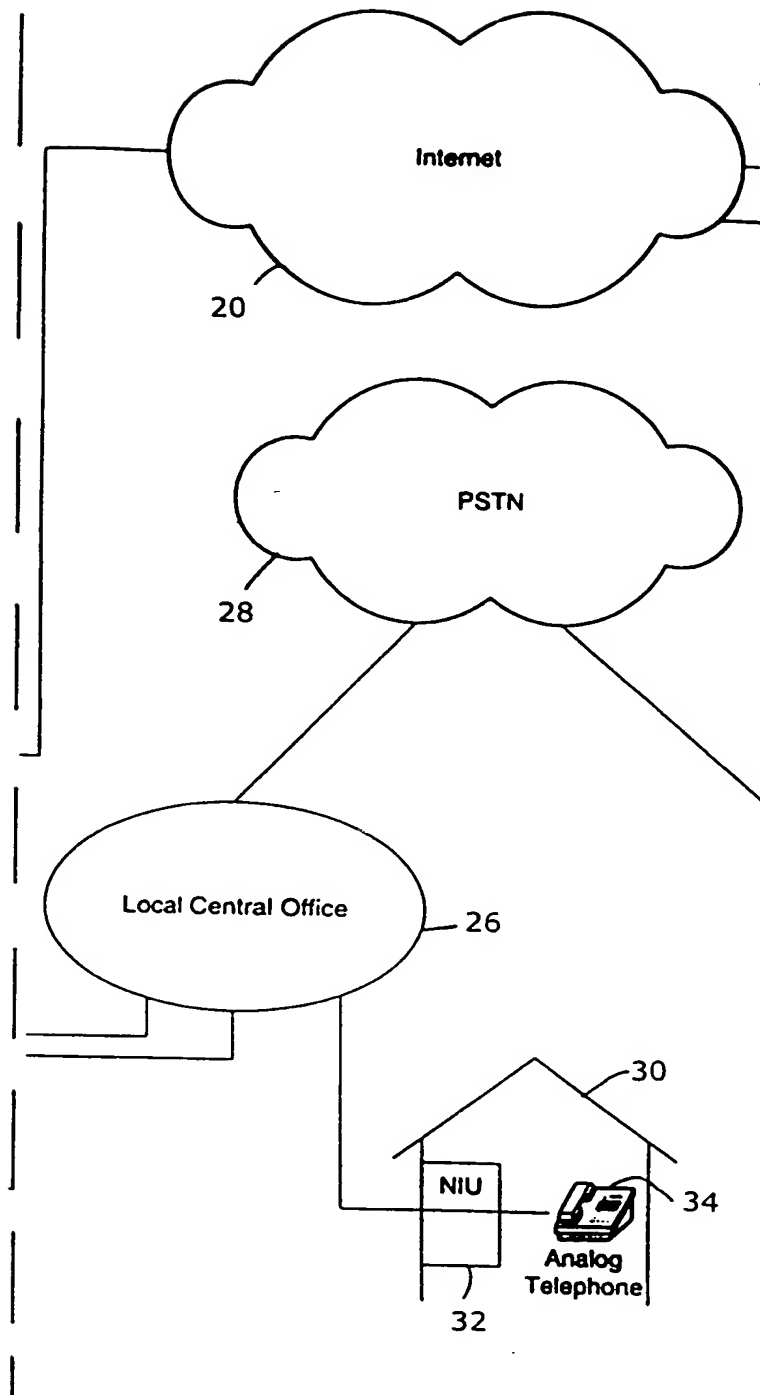


FIG. 1B

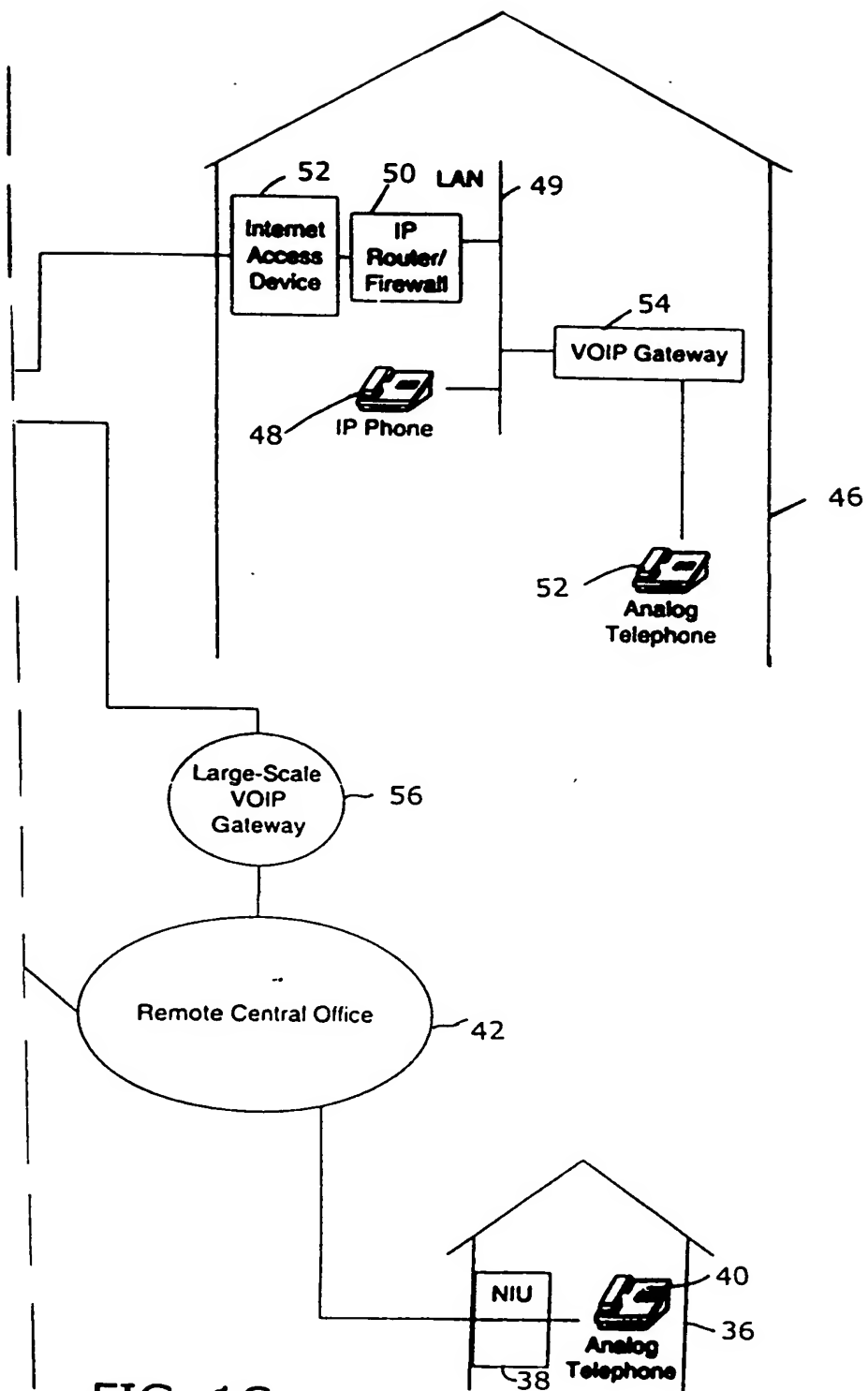


FIG. 1C

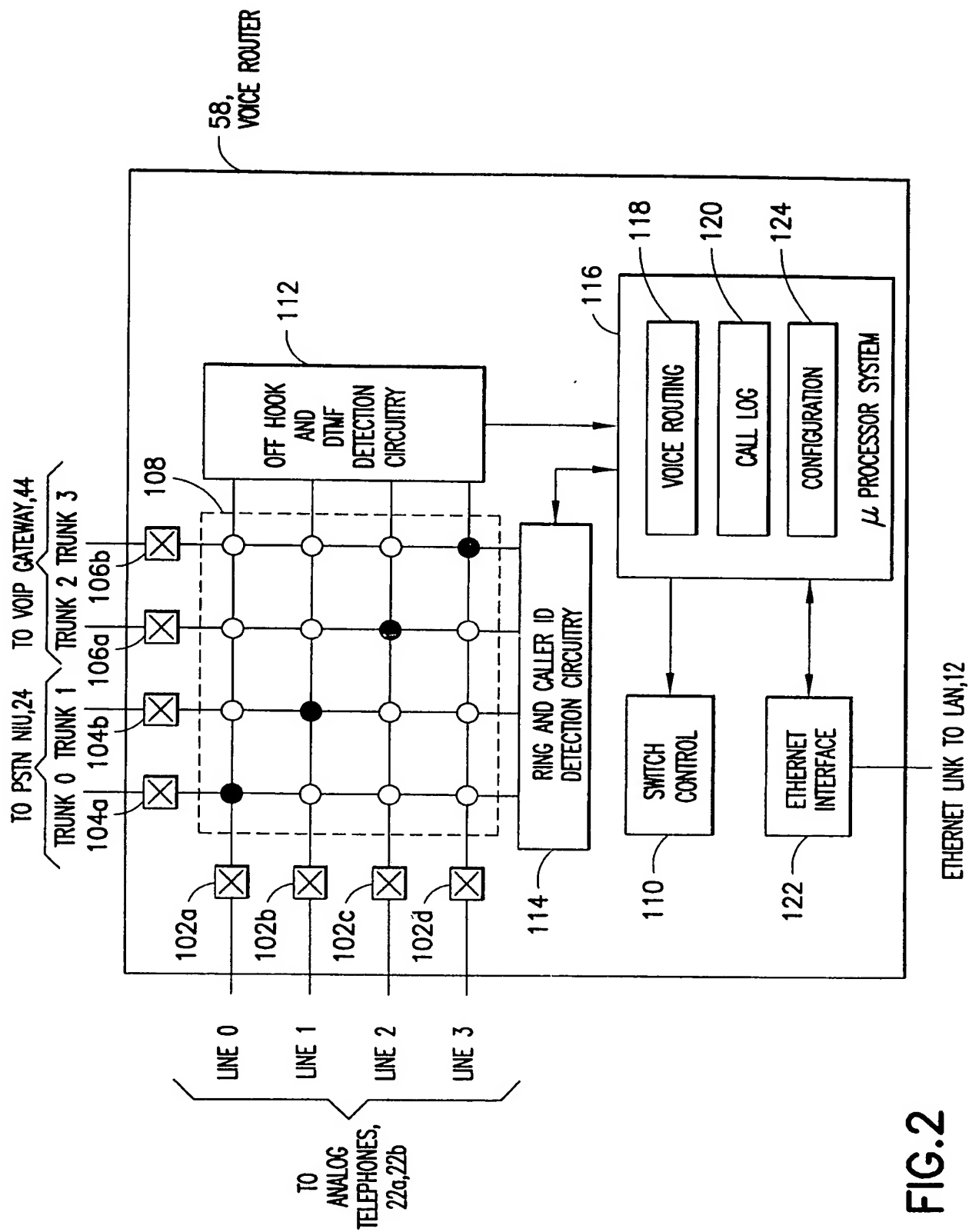


FIG.2

### Inbound Routing Table

	Most Preferred Line Assignment			Least Preferred Line Assignment
trunk 0				
trunk 1				
trunk 2				
trunk 3				

- Line ID

- Group of one or more Line IDs  
(each Line of the Group rings concurrently)
- Ordered Groups of one or more Line IDs  
(if any line of "most preferred group" is unavailable, proceed to next Group; for "first available" Group, each Line of this Group rings concurrently)

**Fig. 3A**

### First Exemplary Inbound Routing Table

0	1	2	3
1	0	2	3
2	3	1	0
3	3	1	0

**Fig. 3B**

### Second Exemplary Inbound Routing Table

0	1	2	3
(0,1)	2	3	FF
(0,1), (1,2)	3	1	FF
3	3	1	0

**Fig. 3C**

### Outbound Routing Table

	Most Preferred Trunk Assignment			Least Preferred Trunk Assignment
line 0				
line 1				
line 2				
line 3				

Trunk ID

**Fig. 4A**

### First Exemplary Type 1 (Local) Outbound Routing Table

1	0	2	3
1	0	2	3
1	0	2	3
1	0	2	3

**Fig. 4B**

### First Exemplary Type 2 (Long Distance) Routing Table

2	3	1	0
2	3	1	0
2	3	1	0
2	3	1	0

**Fig. 4C**

Second Exemplary Type 1 (Local) Outbound Routing Table

0	1	FF	FF
1	0	FF	FF
1	0	FF	FF
1	0	FF	FF

**Fig. 4D**

Second Exemplary Type 2 (Long Distance) Outbound Routing Table

3	2	FF	FF
3	2	FF	FF
3	2	FF	FF
3	2	FF	FF

**Fig. 4E**

### Trunk Ownership Data Structure for a given Trunk

<b>Active Status Field</b> (bit 7)  '1' = Active (A)  '0' = Inactive (I)	<b>Optimization Status Field</b> (bit 6)  '1' = Currently Being Optimized (OP)  '0' = Not Being Optimized (NOP)	<b>If Active, then (bits 5-0), =</b> Owning Call Object ID  <b>If Inactive, then (bits 5 - 0)</b> = Default Trunk ID
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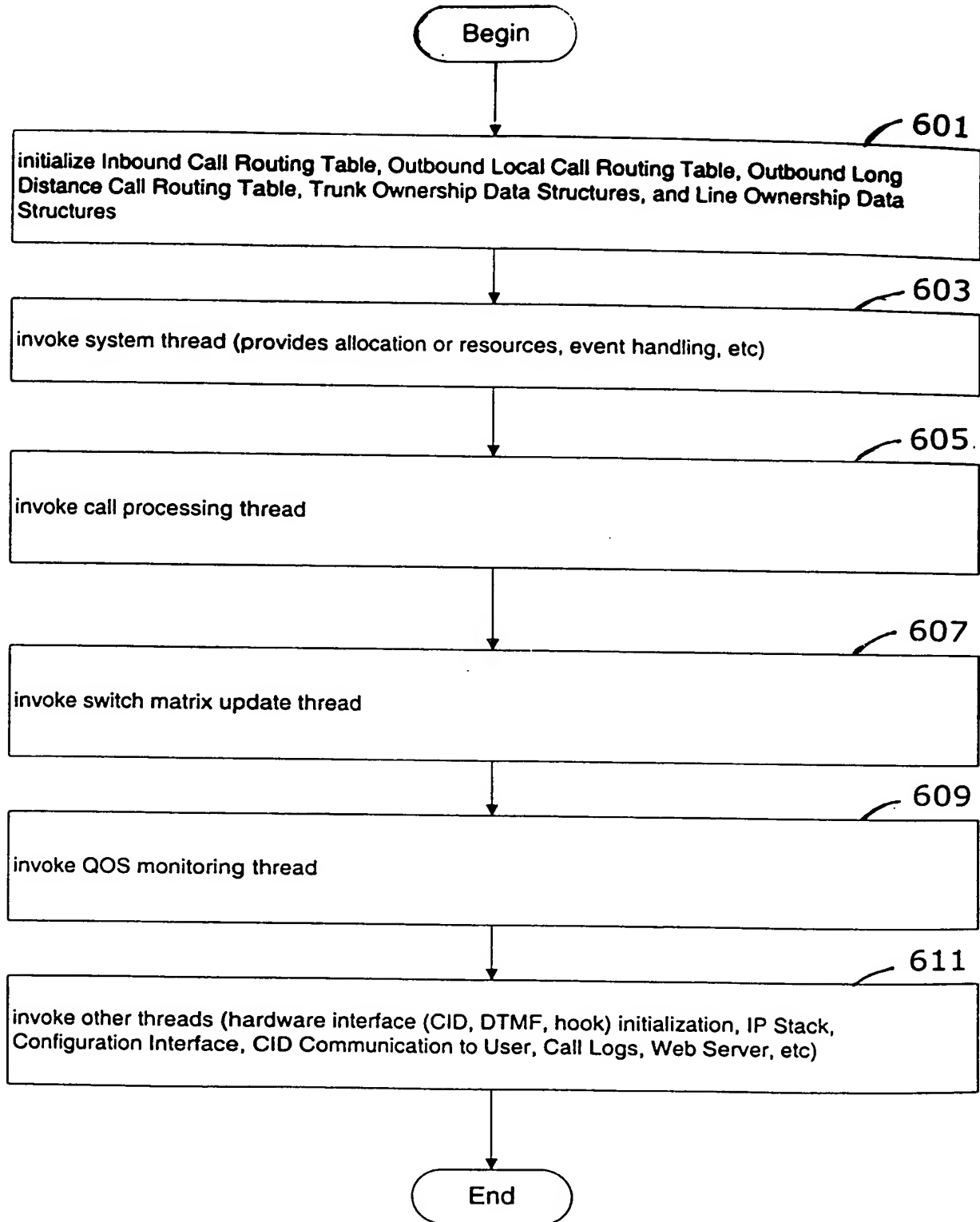
**Fig. 5A**

### Line Ownership Data Structure for a given Line

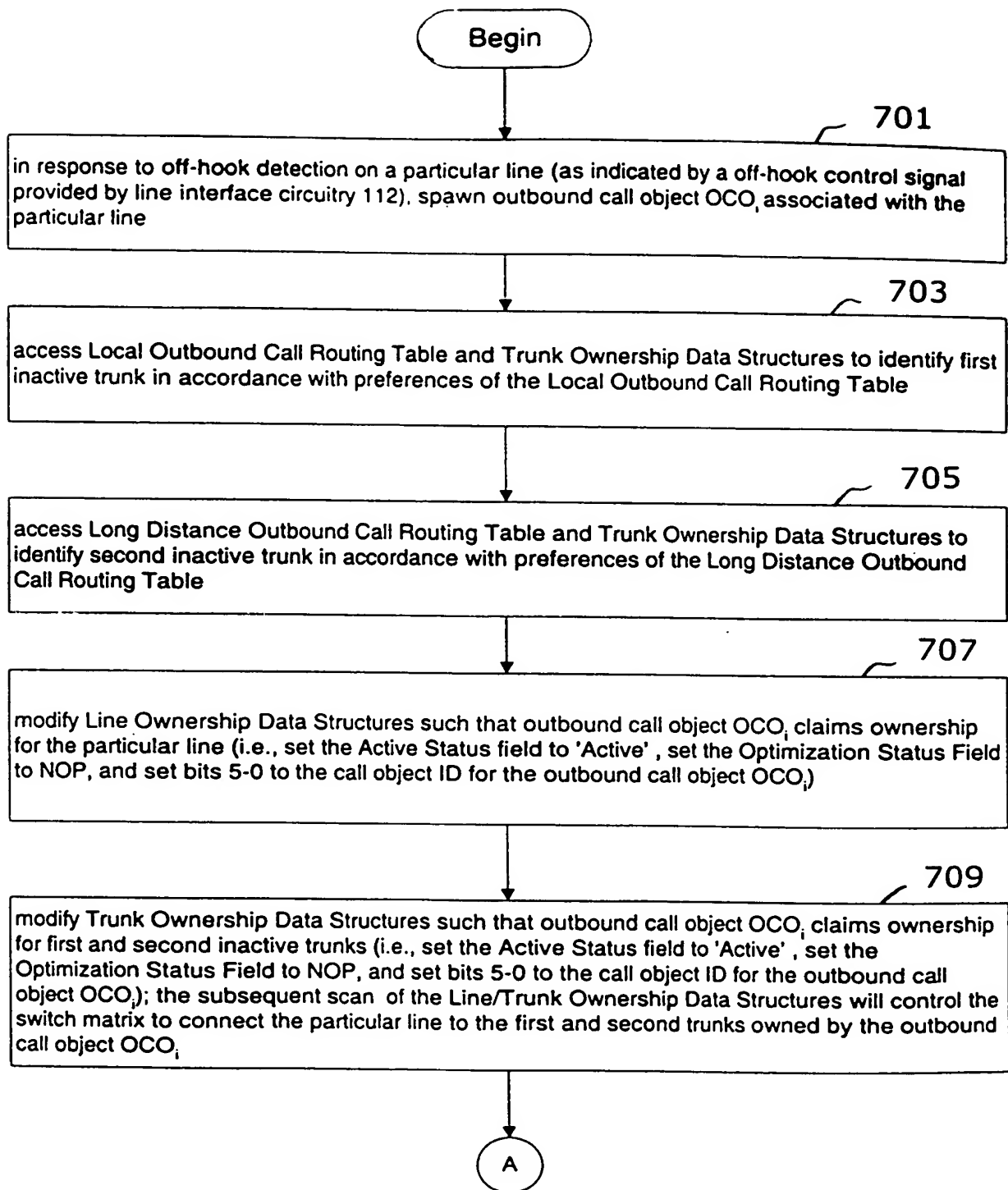
<b>Active Status Field</b> (bit 7)  '1' = Active (A)  '0' = Inactive (I)	<b>Optimization Status Field</b> (bit 6)  '1' = Currently Being Optimized (OP)  '0' = Not Being Optimized (NOP)	<b>If Active, then (bits 5-0) =</b> Owning Call Object ID  <b>If Inactive and NOP, then</b> (bits 5-0) = Trunk ID for Inbound and Outbound Call Processing
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**Fig. 5B**





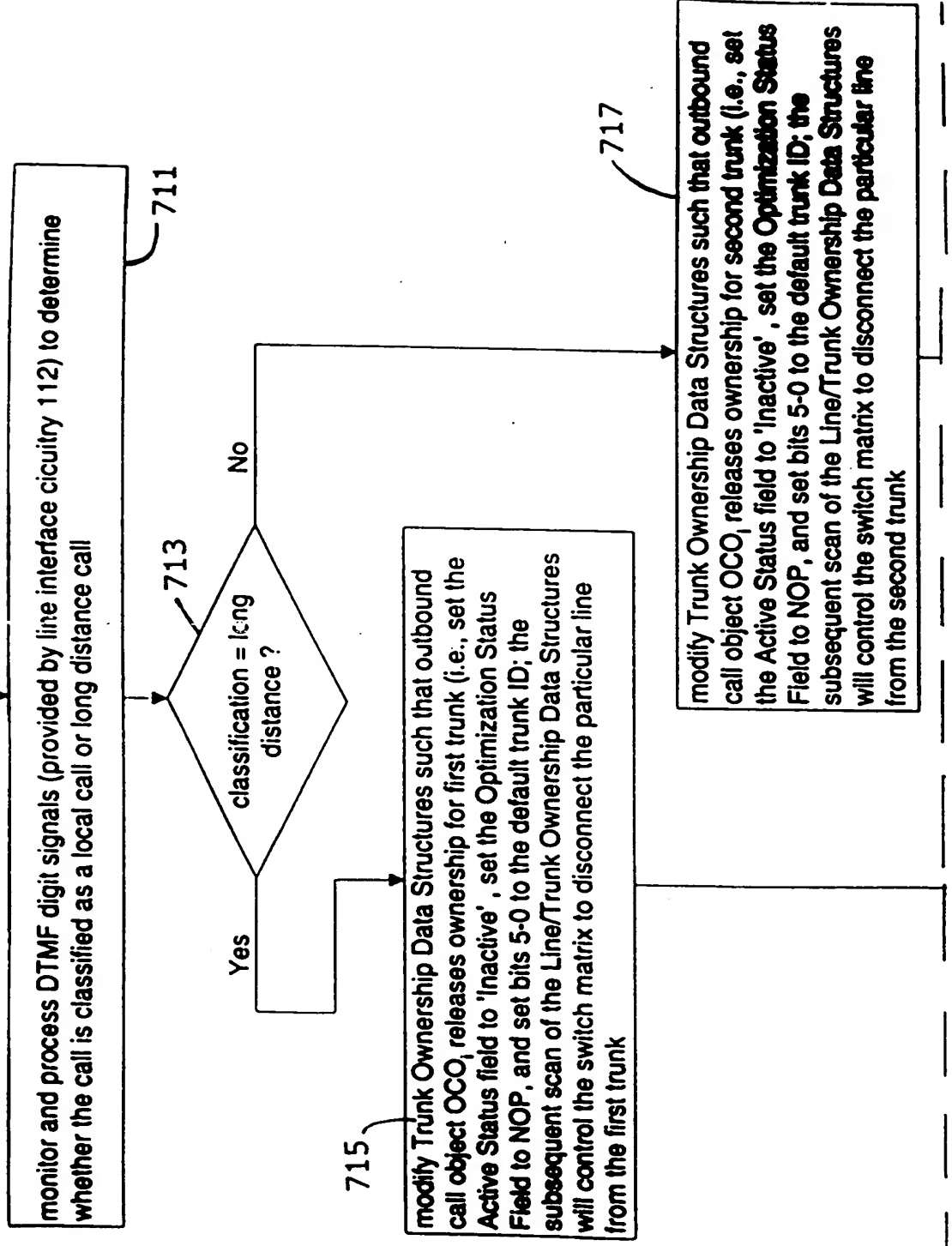
**Fig. 6**



**Fig. 7A**

**FIG. 7B.1**  
**FIG. 7B.2**

**FIG. 7B.1** A



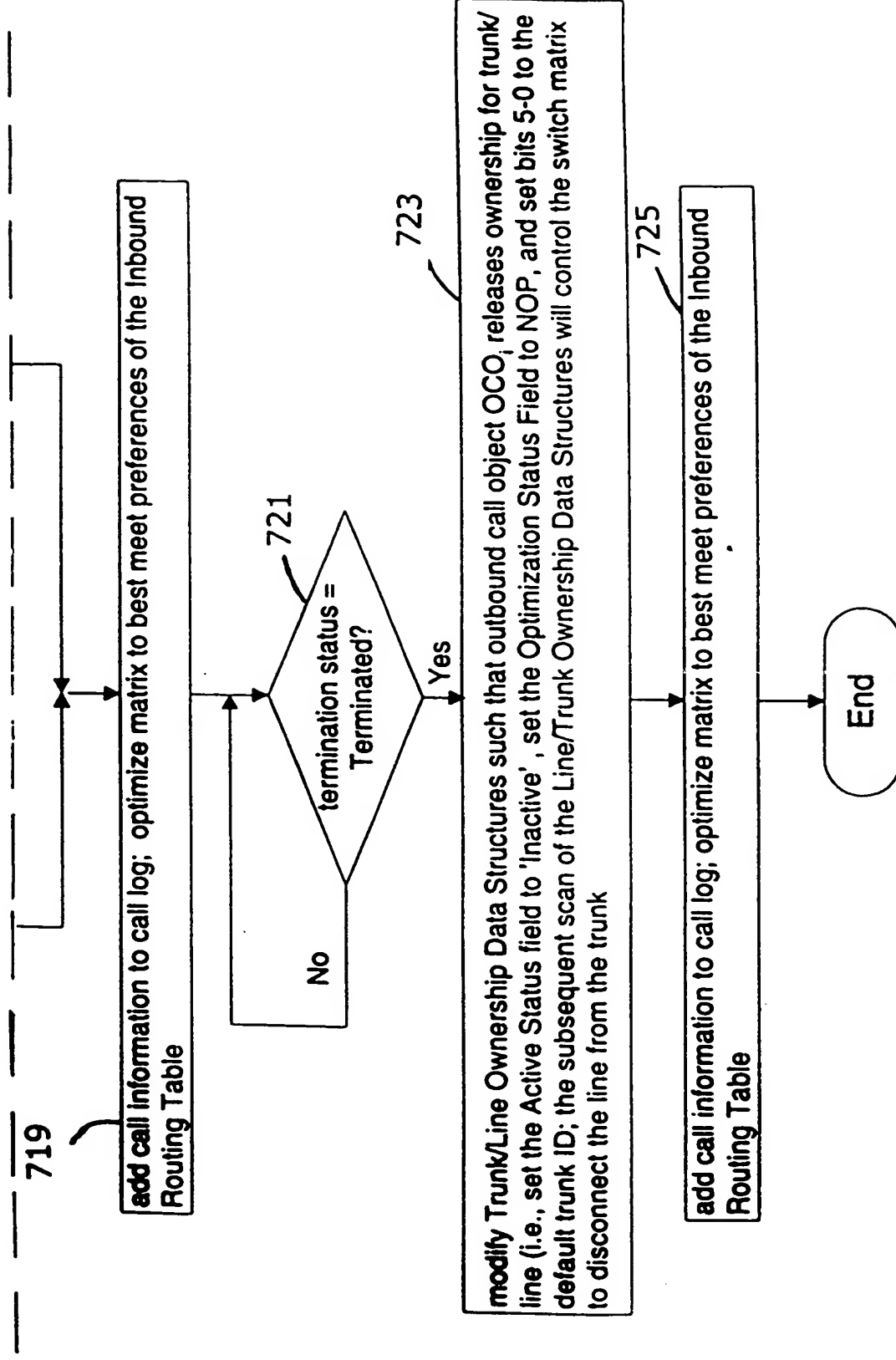
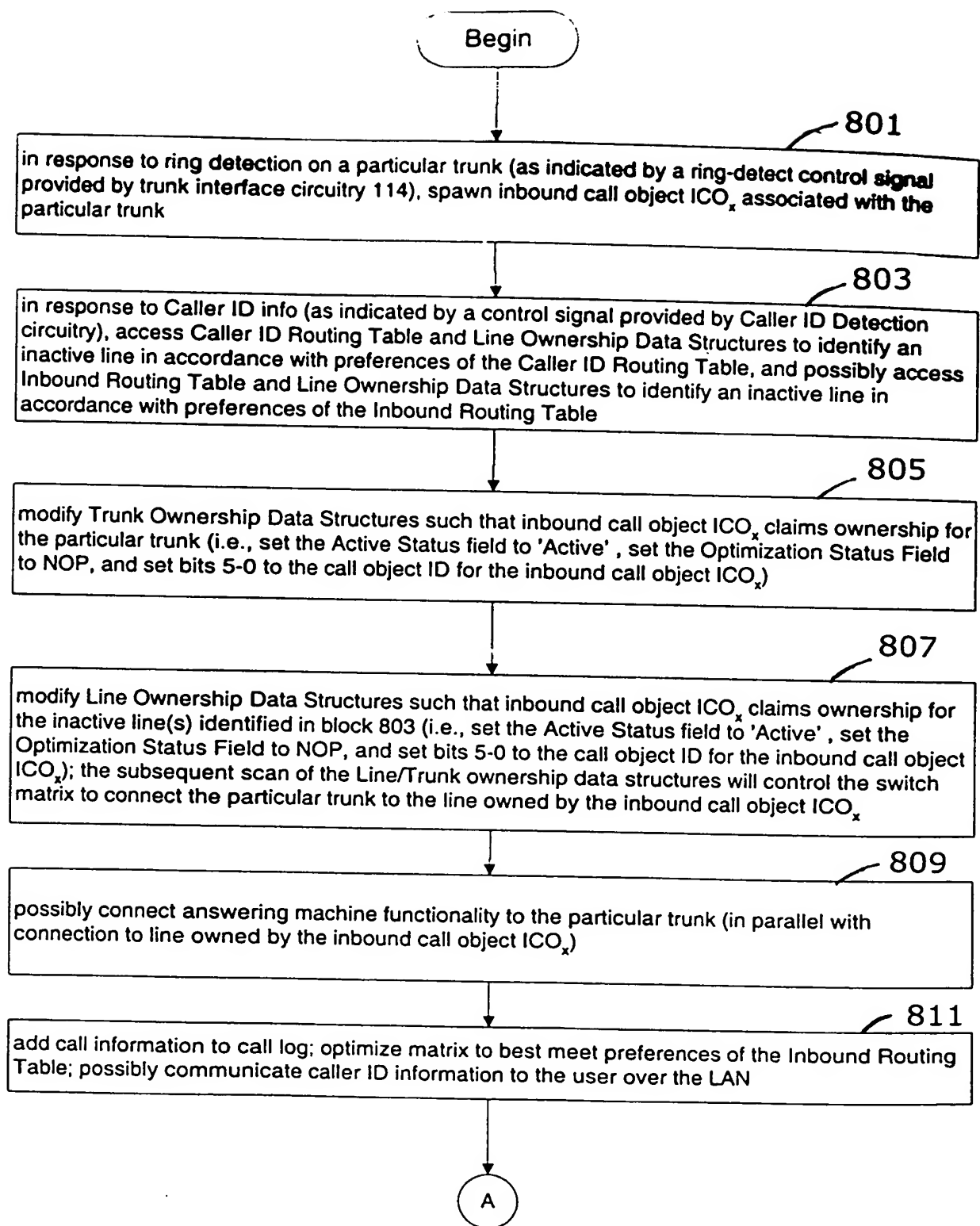
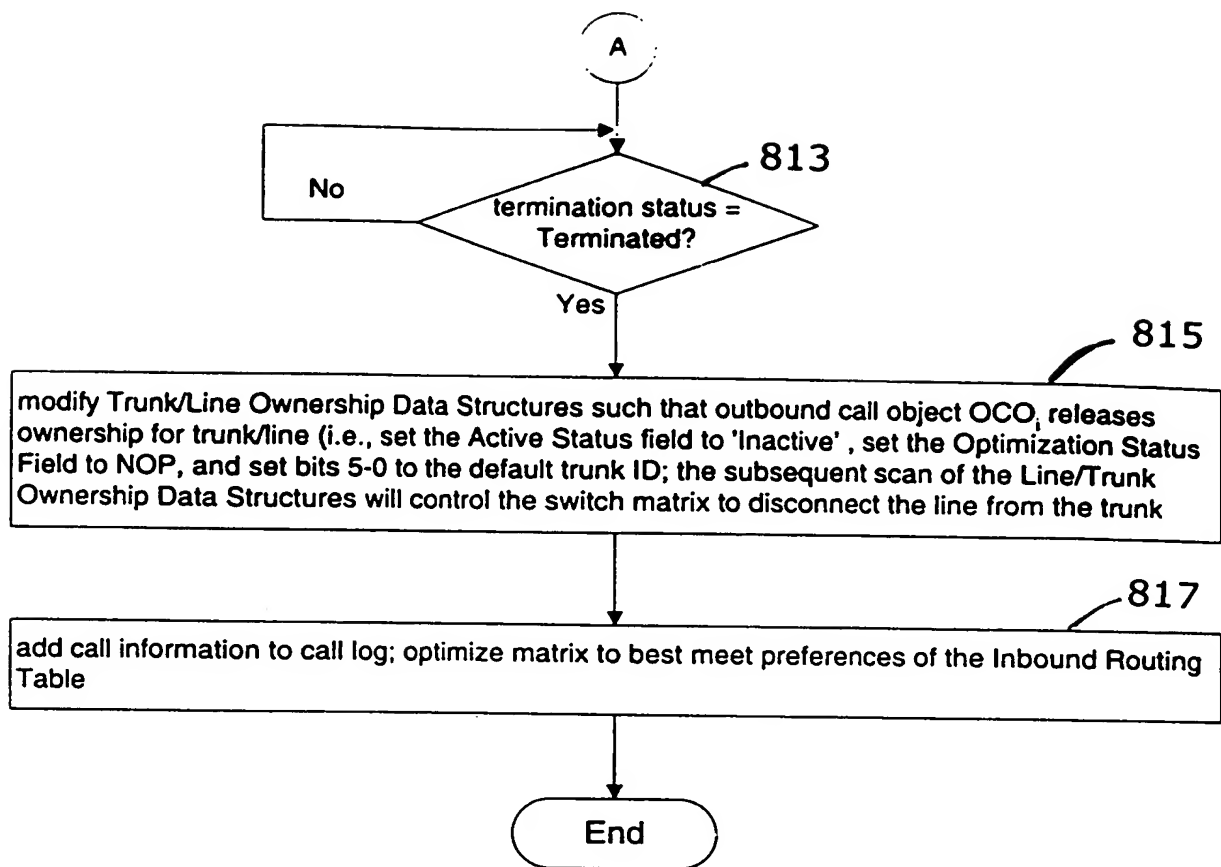


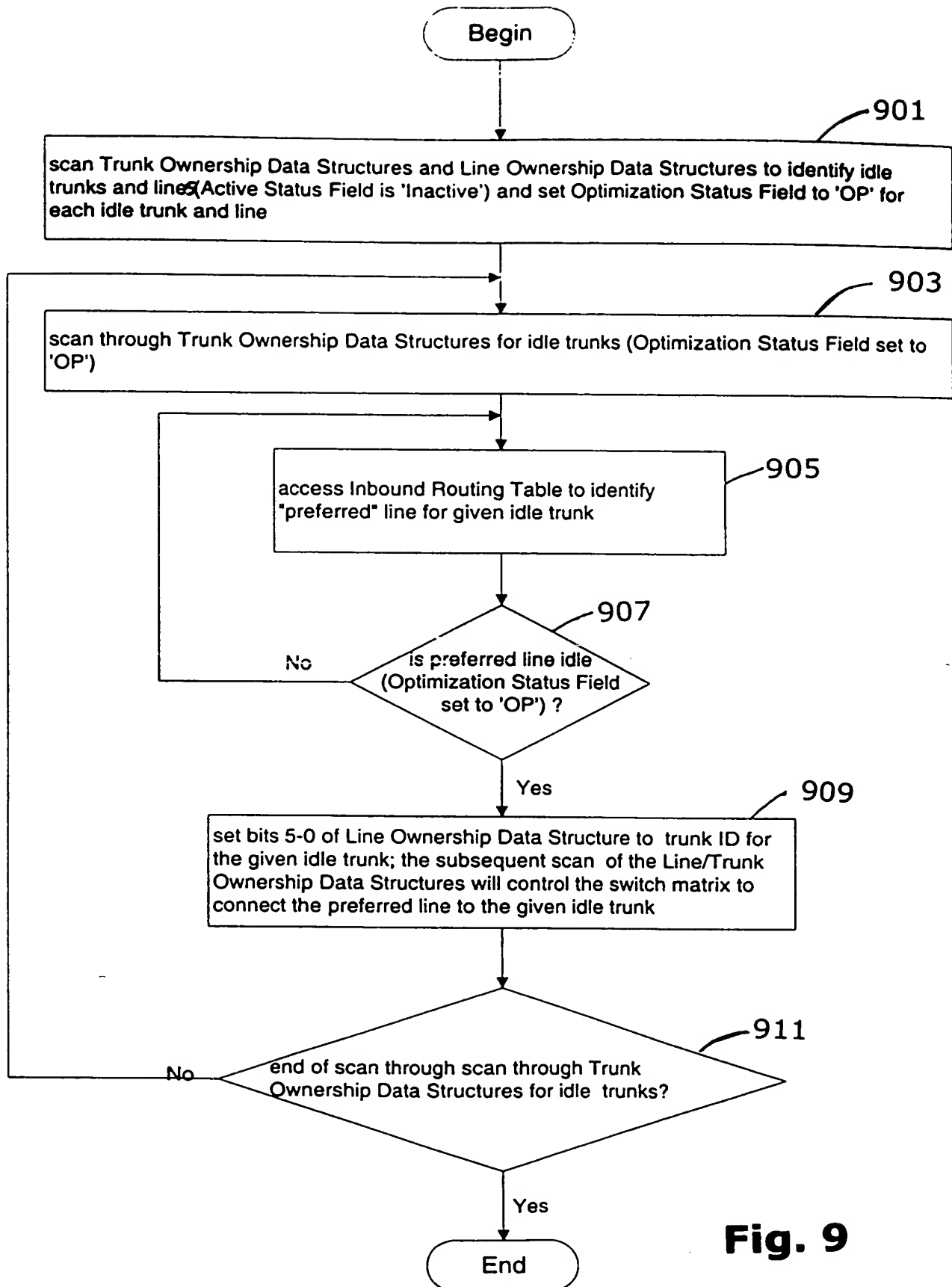
FIG. 7B.2



**Fig. 8A**



**Fig. 8B**



**Fig. 9**

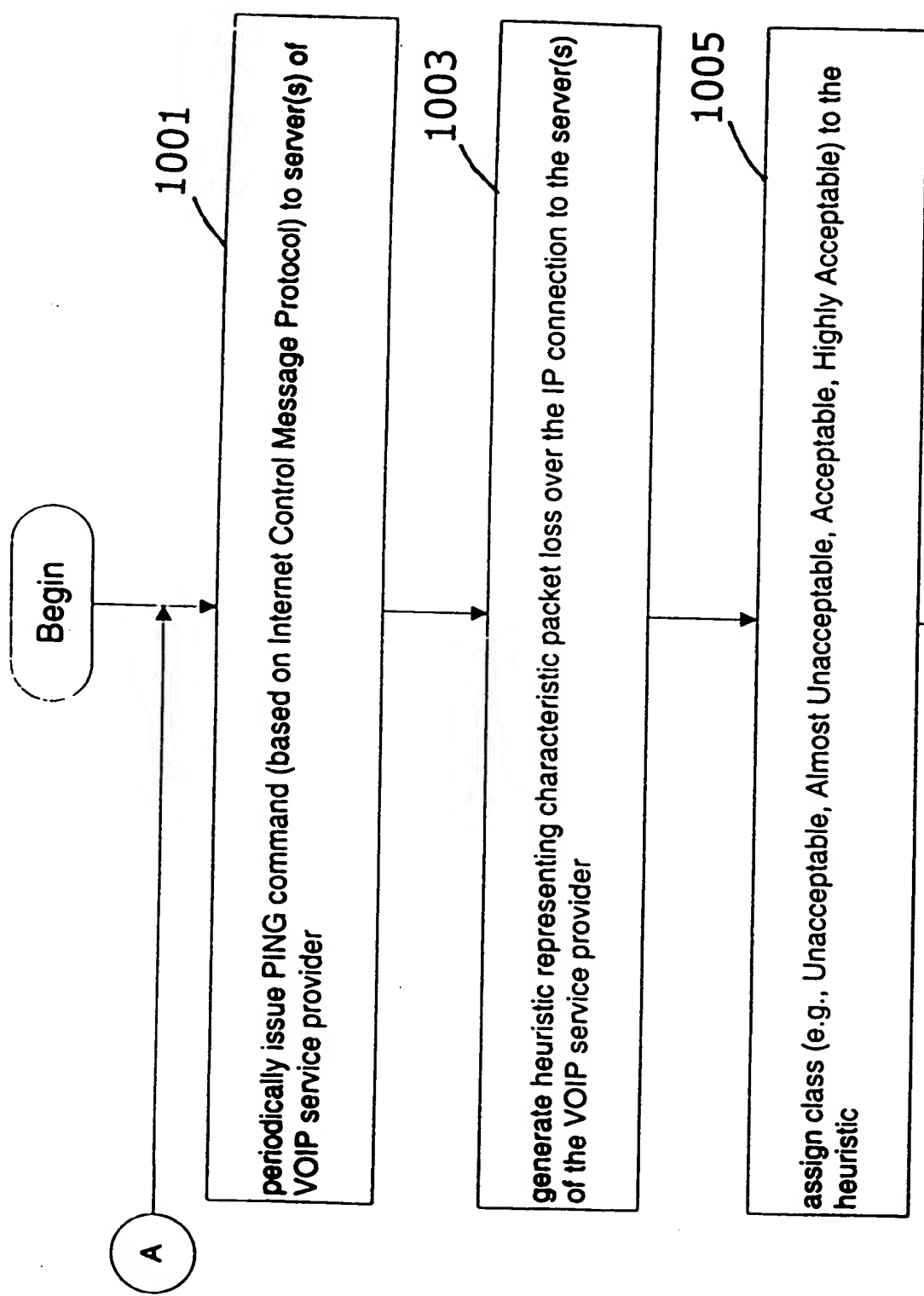


Fig. 10

Fig. 10A

Fig. 10B

Fig. 10A



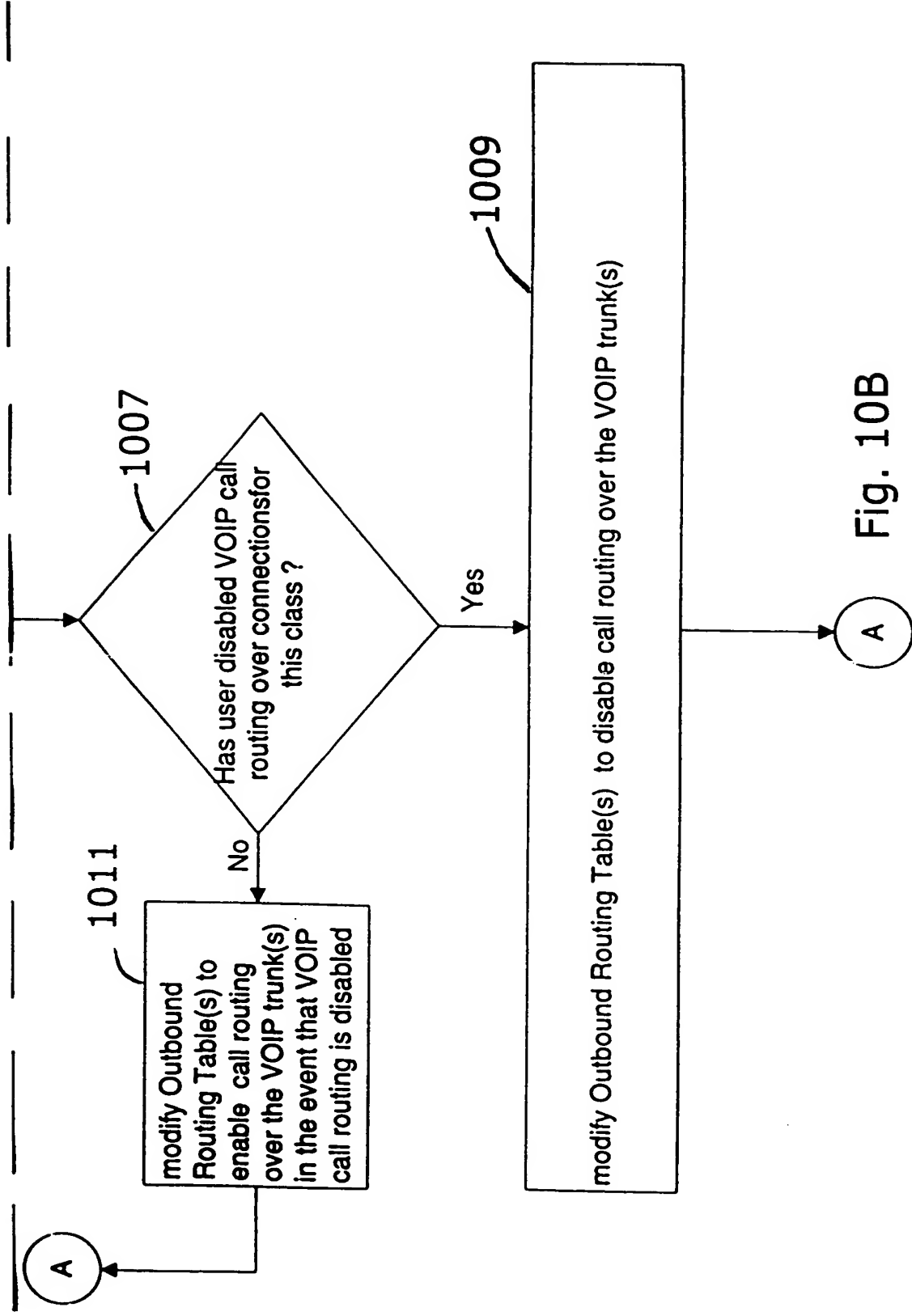
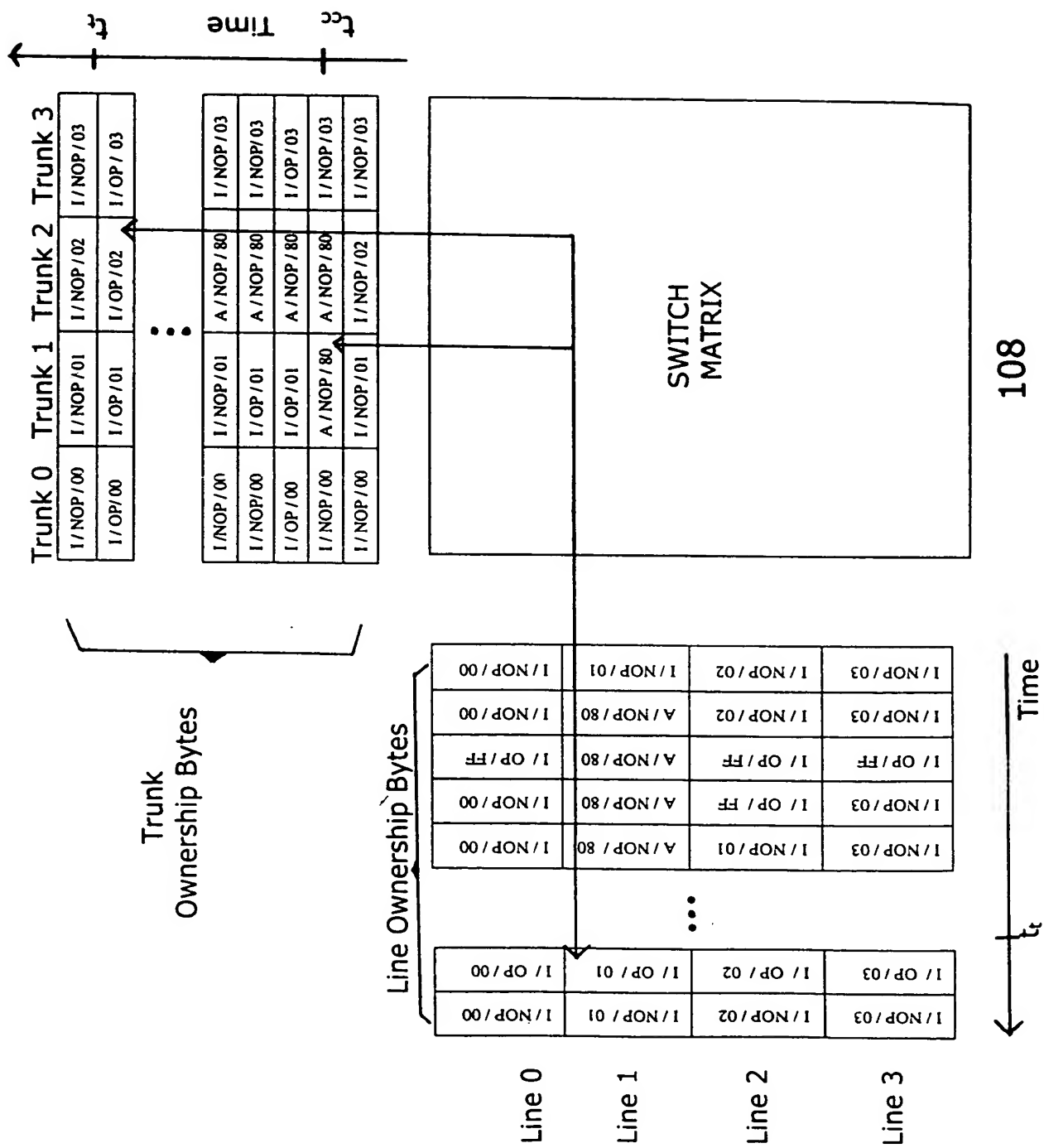


Fig. 10B

**Fig. 11**



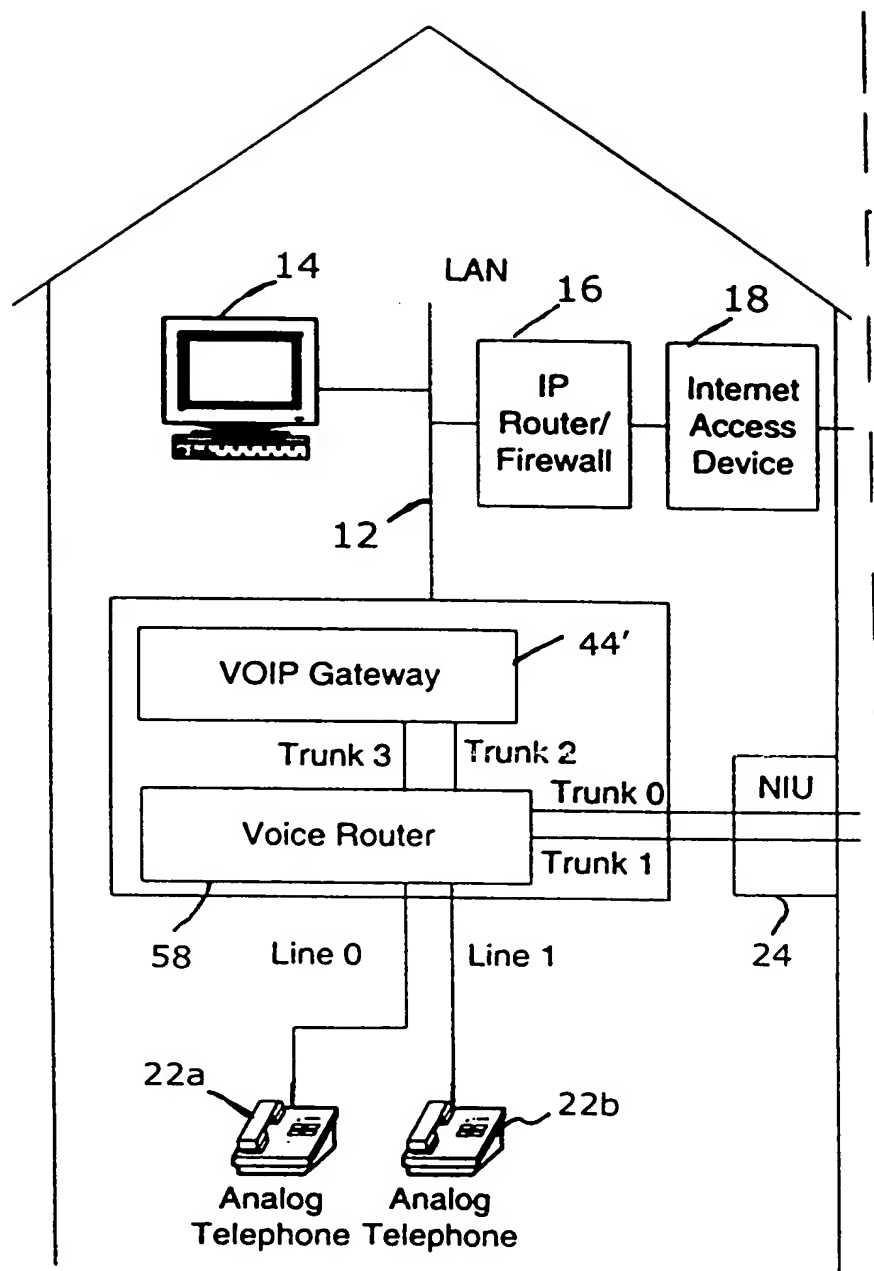


FIG. 12A

FIG. 12	FIG. 12A	FIG. 12B	FIG. 12C
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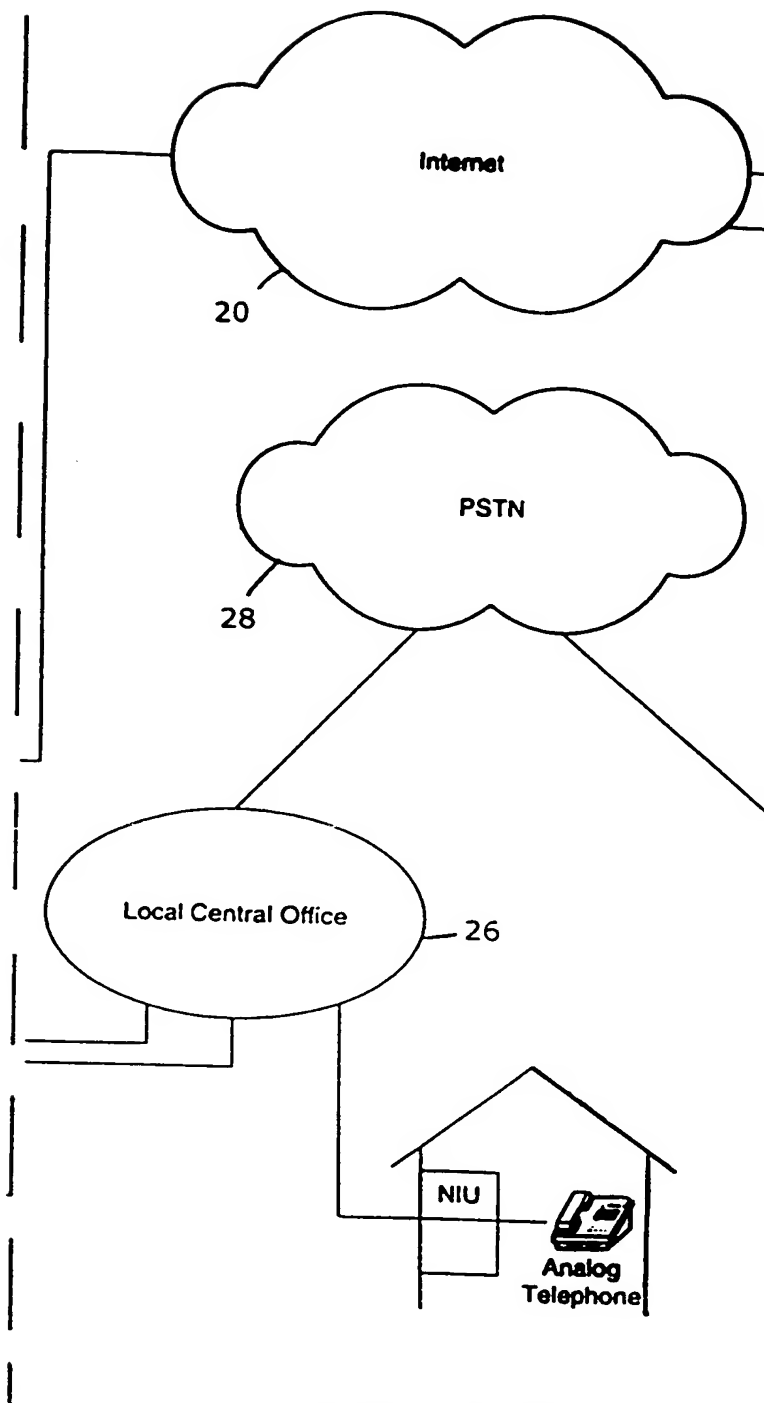


FIG. 12B

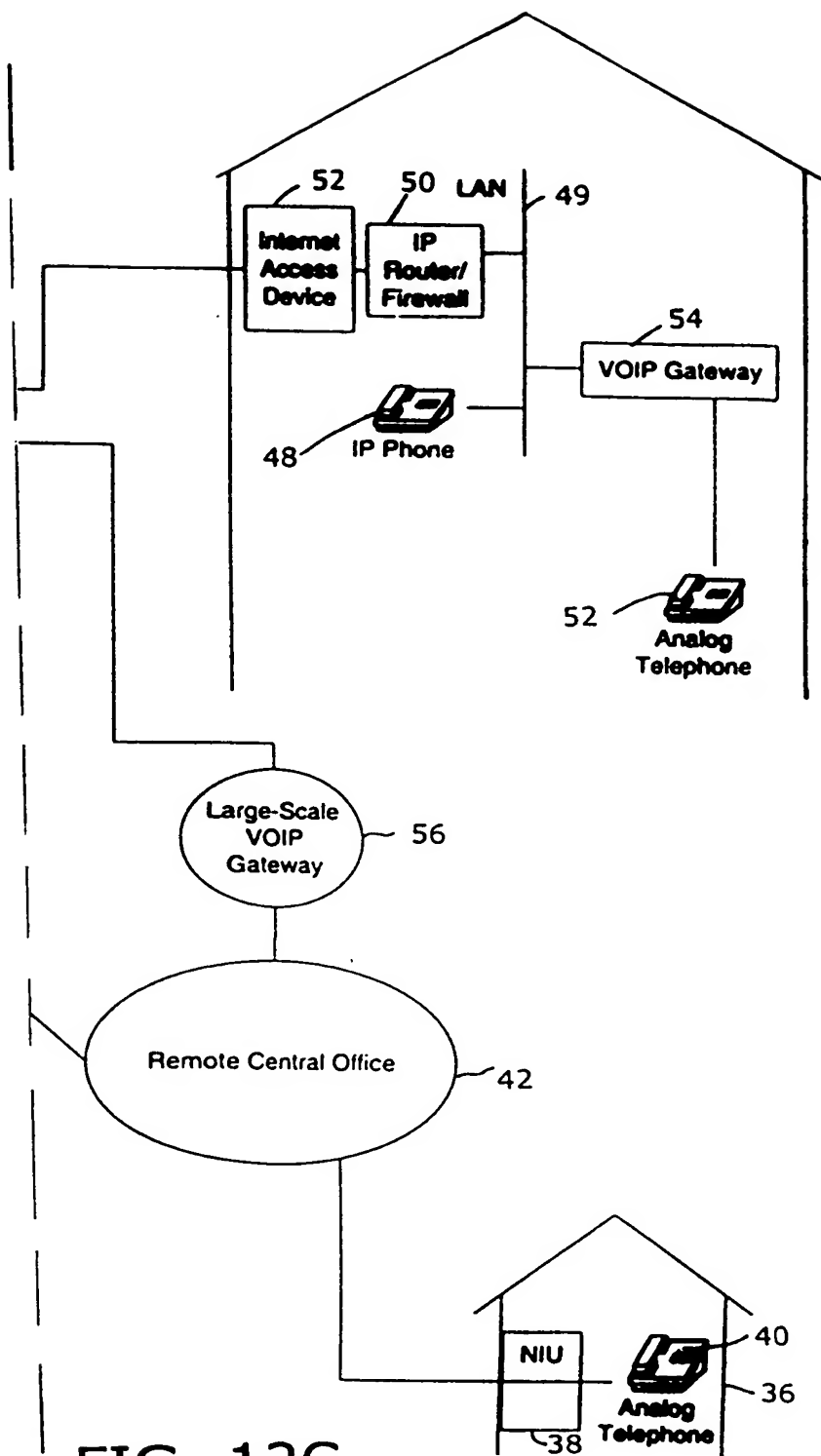


FIG. 12C

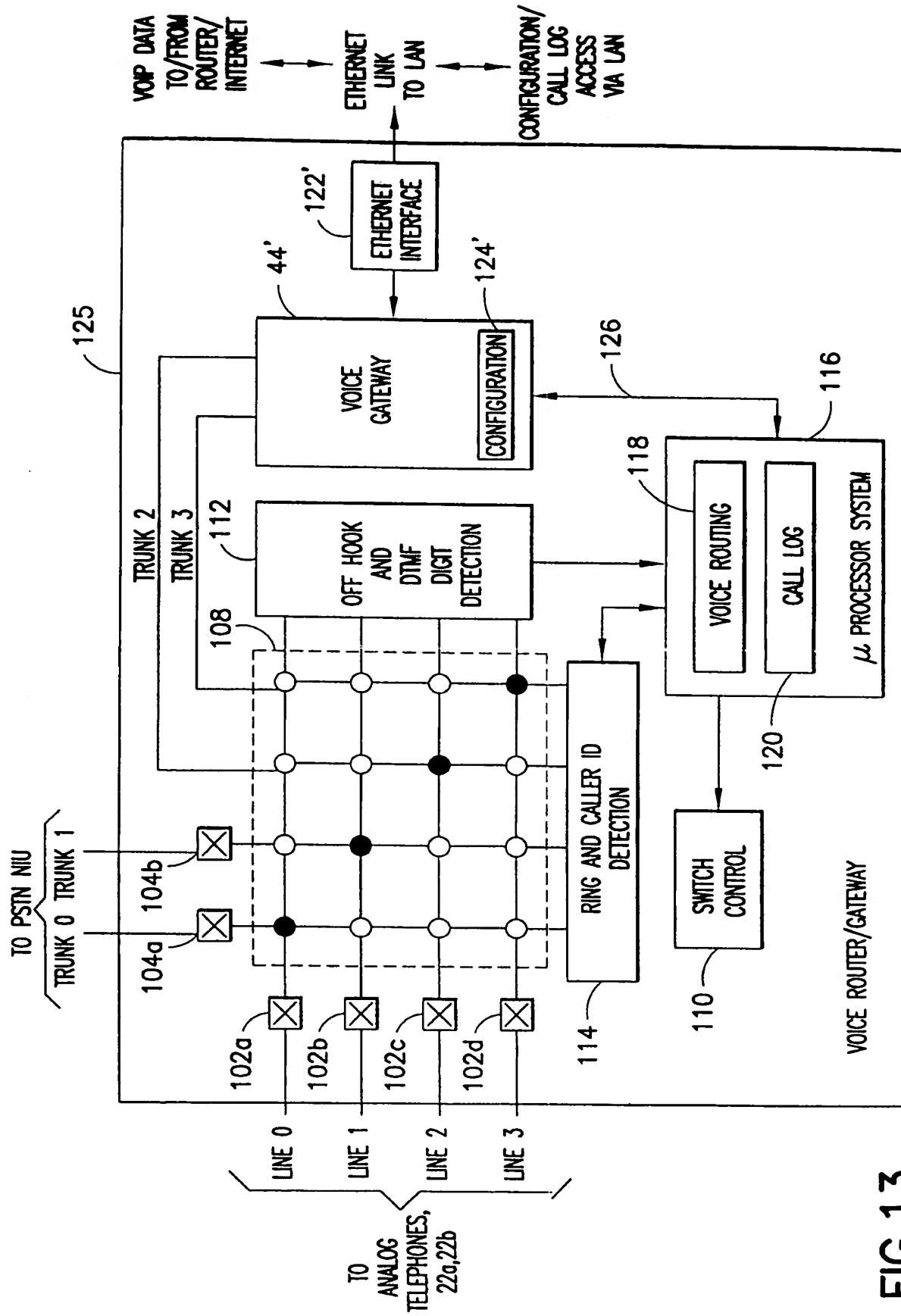


FIG.13

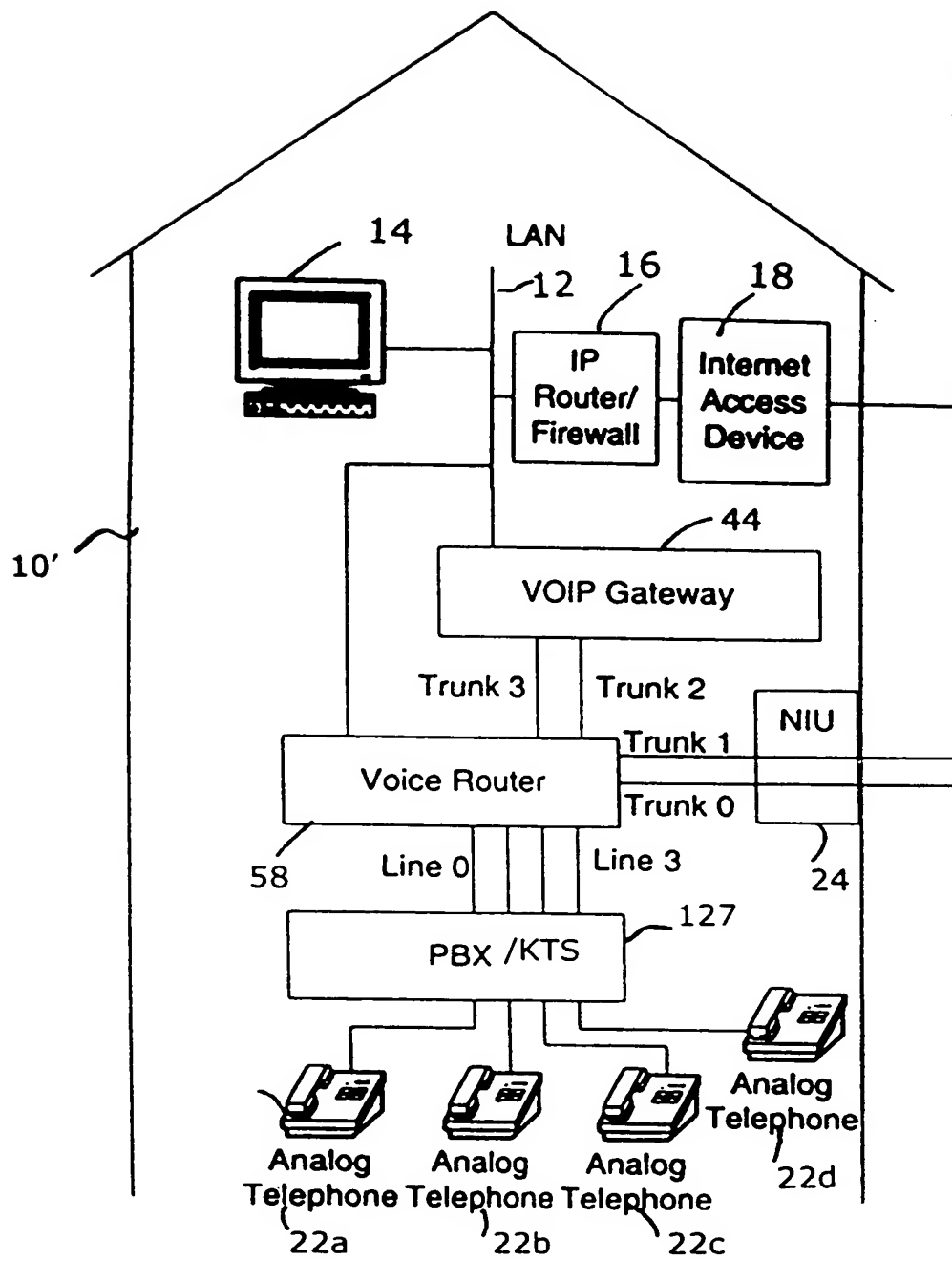


FIG. 14A

FIG. 14

FIG. 14A	FIG. 14B	FIG. 14C
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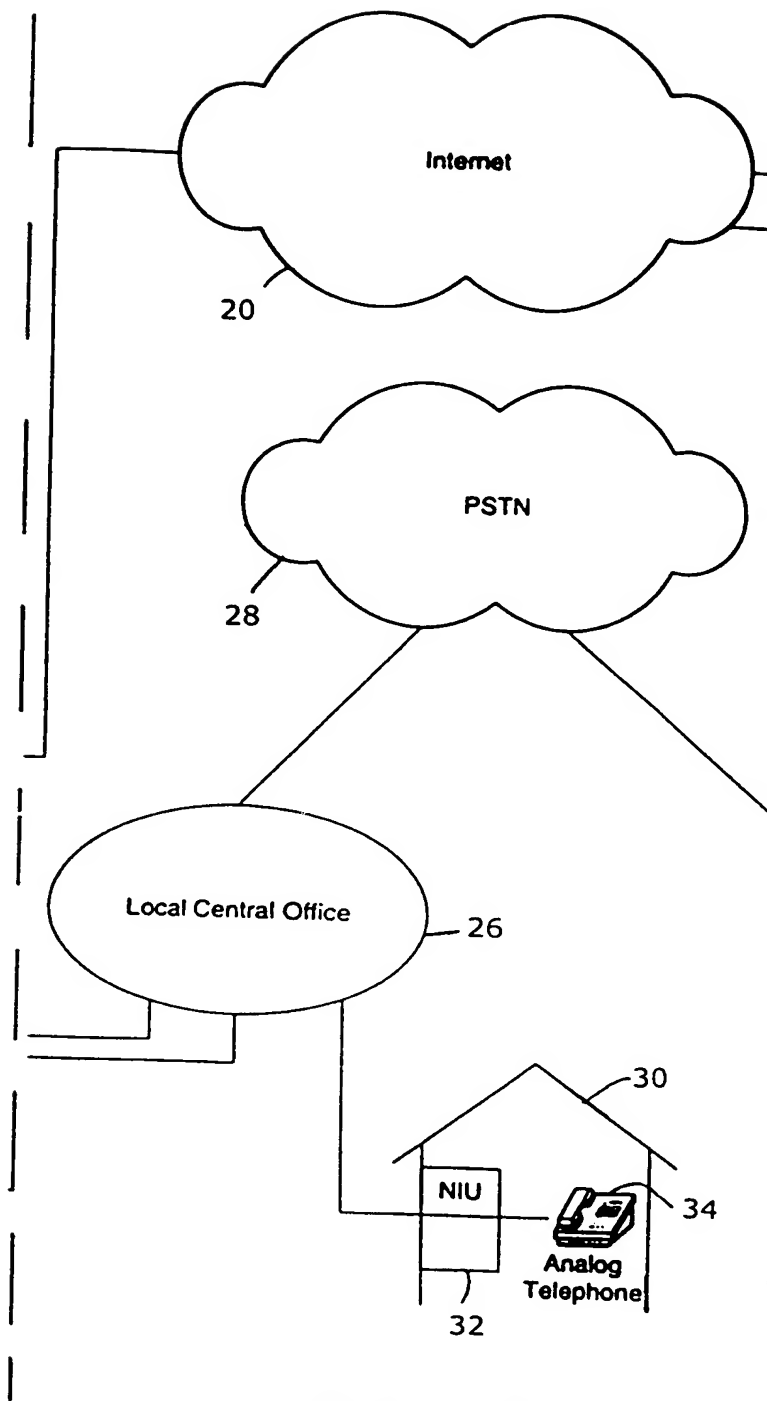


FIG. 14B



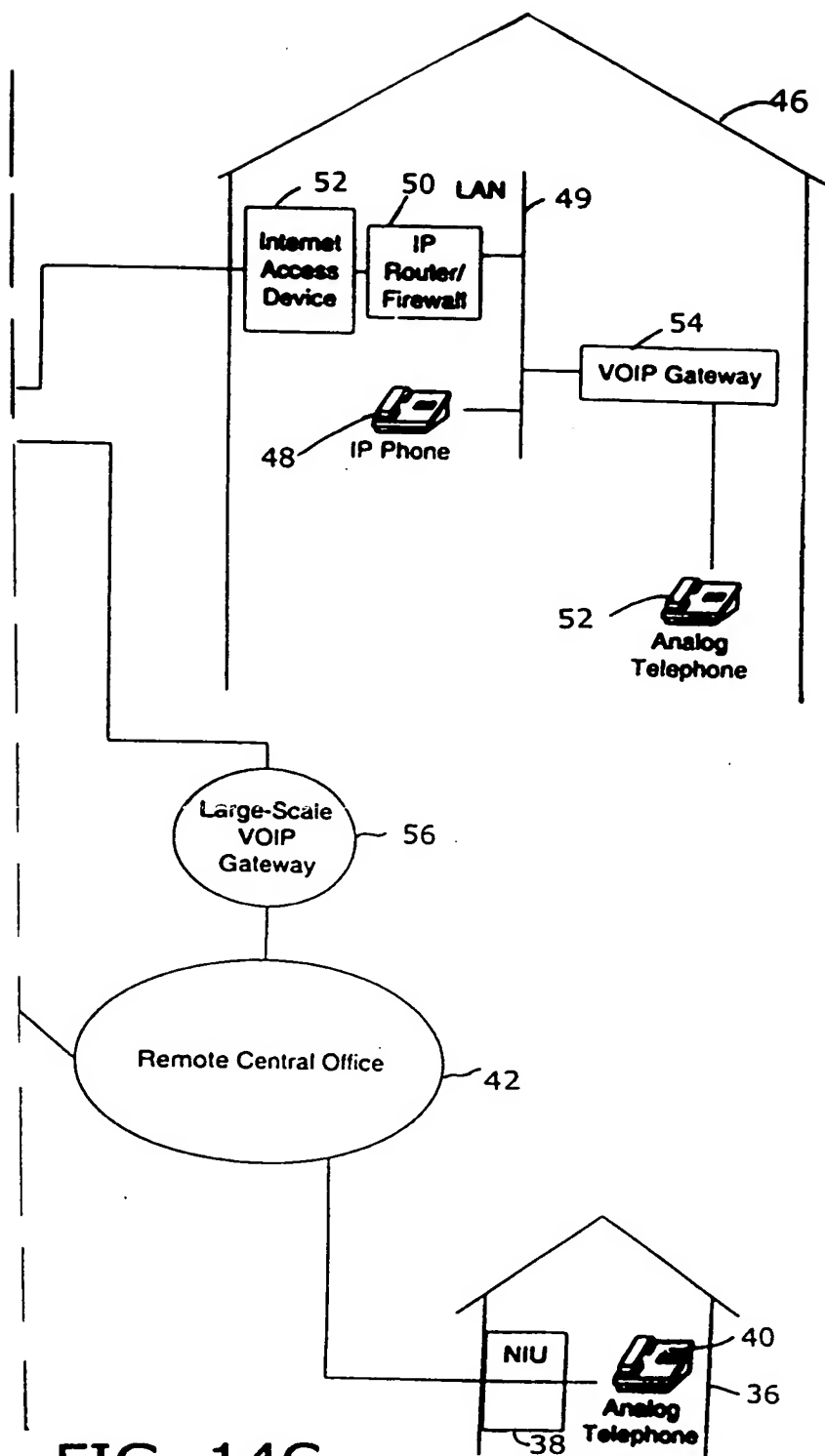


FIG. 14C

Fig. 15A

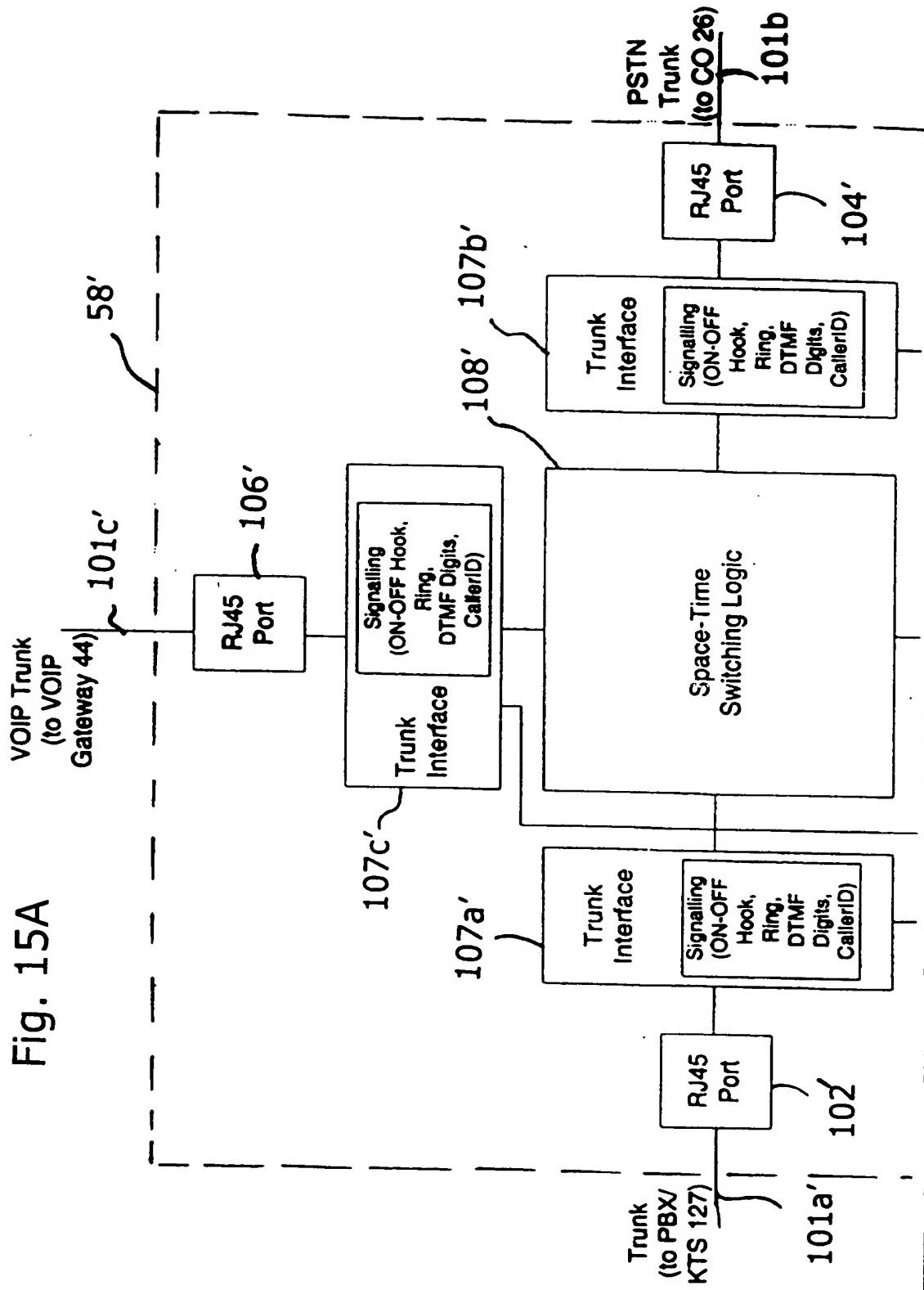


Fig. 15

Fig. 15A
Fig. 15B

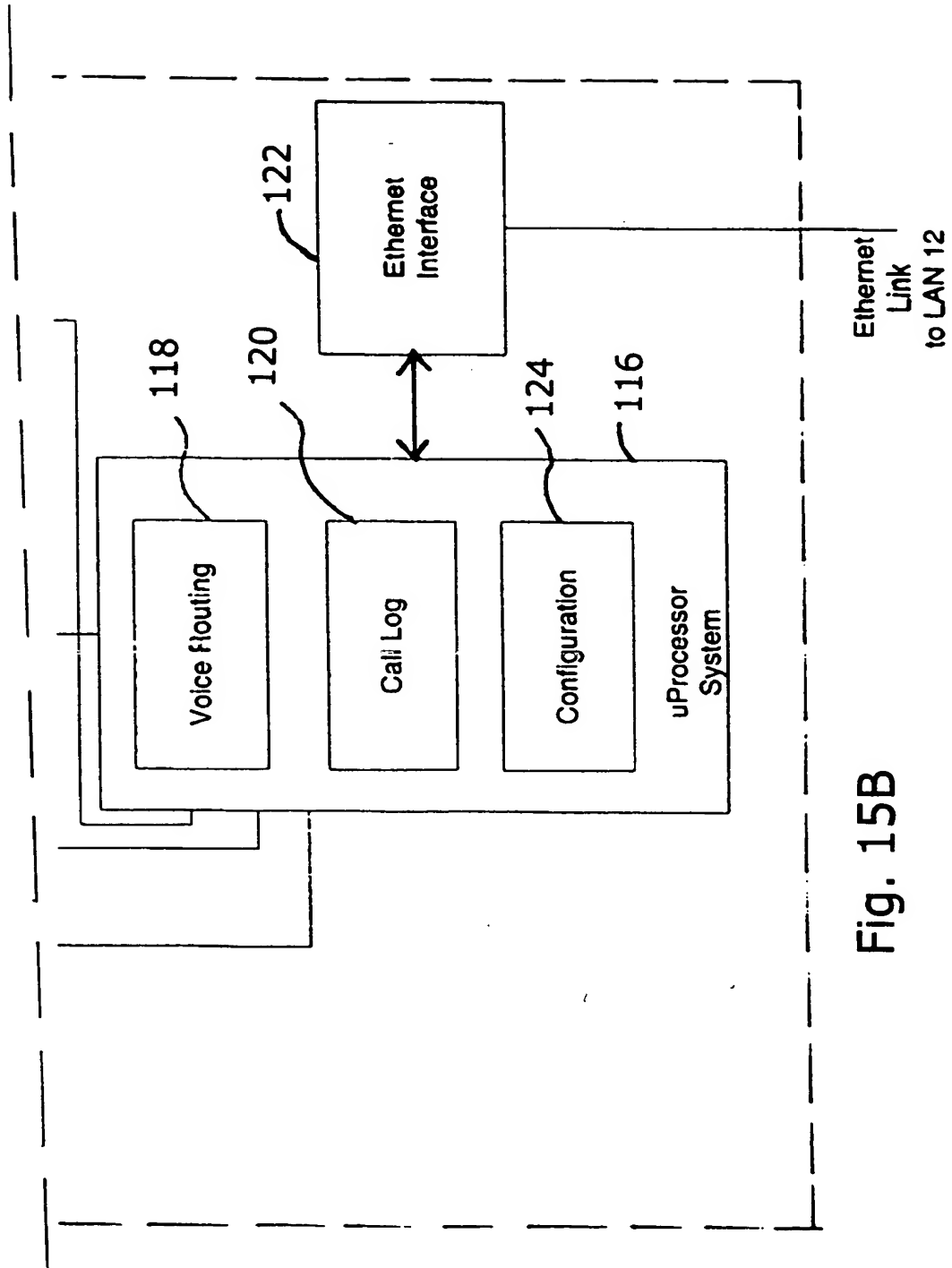


Fig. 15B